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Subject: Re: A little theming

Posted by [cbpporter](#) on Sat, 11 Oct 2008 17:46:05 GMT

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luzr wrote on Sat, 11 October 2008 09:29cbpporter wrote on Mon, 06 October 2008 12:31So here is the next preview. It is starting to really shape up.

Disabled scrollbars are a little bit ugly because I can't get the desired effect with hotspots yet. Also, it would be nice if the Style could specify if a disabled scrollbar shows it's thumb or not.

DropList skin is not complete.

EditFields have some problem with their border, because I can't figure out yet how to resize it. I need to define border sizes through chameleon.

I cannot help without seeing the code

Hmmm, I thought that I posted a test case with source. Guess I forgot. Sorry. Anyway, wait a little (I still need some days) and I'll post something working so that everybody can start using it. Just need to iron out some details first. My approach is to have a ChameleonTheme class which can load the theming info from disk. It does the streaming itself for each Style class for now, but in the future I hope we can move streaming to each style. Also, the theme can be embedded in the exe with binary inclusion mechanism if external file is not desired. Another advantage is that we can keep multiple themes in memory, and mix and match.

Those comments about what is wrong with the theme right now where more given as information for people downloading the exe and see something wrong or ugly, not to ask help.

Except for the EditField question. I think that can be answered without seeing any of my code,

Chameleon (not sure if possible right now). And except setting thumb visibility for disabled ScrollBars.

Quote:

StyleScroll is now deprecated. It was used to paint scrollbar buttons, which was enough for XP, but not for Linux themes.

OK, I'll initialize it with ScrollBar style to keep some compatibility.

Quote:

You can activate them using 'isup2' etc...

Great, I always wanted that second down button under Windows!

Quote:

P.S.: I hope you could write some T++ about theming when you are finished

for that . But there are some areas which should be improved before documenting, but we'll get to that later.

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